

CUT THE ROAD TO MARSEILLE



ASL SCENARIO PP1

Scenario design: Laurent Cunin



VICTORY CONDITIONS: The Germans win immediately by eliminating ≥ 5 Free French AFV, or at game end if they Control ≥ 4 buildings within three hexes of 17R4.

TOULON, FRANCE, 19 August 1944: The 4th Squadron of the 3^{ème} Régiment de Spahis, 3^{ème} DIA was assigned the task of clearing and securing the strategic Camp crossroads controlling the roads to Aubagne. Having reconnoitered the area earlier in the day, a plan was devised to take the German defenders by surprise. Intelligence estimated the poorly armed and motivated students of a German NCO school manned the defense. Captain Riviere signaled for the assault to begin shortly before 1800 hours. Dismounting from their halftracks, the *Spahis* advanced behind a screen of Sublieutenant Ponticelli's light tanks. This would be the first taste of combat for many of the *Spahis* and as they approached the village, the only signs of activity were some German soldiers cutting firewood.

BOARD CONFIGURATION :



19	
	17

BALANCE:











☛ In the Victory Conditions, change " ≥ 5 " to " ≥ 4 "

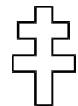
☛ In the Victory Conditions, change " ≥ 5 " to " ≥ 6 "

☛ GERMANS set up first	1	2	3	4	5	6	END
☛ FREE FRENCH move first							





Kompanie 1 (Oberleutenant Schaaf), Grenadierregiment 934, Infanteriedivision 242 [ELR: 3] set up on board 17 on/west of hexrow P, and/or on board 19 on/west of hexrow R in hexes numbered ≥ 7 (see SSR 2 and SSR 7): {SAN: 4}

 1 4 ¹ -6-7	 2 4-4-7	 2-2-8	 9-1	 8-0	 7-0	 HMG 3 7-16	 MMG 2 5-12	 ? 7 morale	 MTR M11 3 81* [2-80]
6	6	3				4	2	24	3




3^{ème} Régiment de Spahis Algériens de Reconnaissance, 3^{ème} Division d'Infanterie Algérienne [ELR: 3] set up on board 17, on/east of hexrow I (see SSR 3): {SAN: 2}

2^{ème} Peloton (Slt. Ponticelli), 1^{er} Escadron de chars légers "Egoutier" (see SSR 4):

 17 37LL 2/4/2	 8-1 1st Sgt
5	






Commando Ayral (see SSR 5 and SSR 6) set up in woods hexes on board 17 east of hexrow O:

 6 ² -4-8	 9-2	 3-3-7	 ? 7 morale
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1^{er} Peloton (Slt. Biraben), 4^{ème} Escadron de reconnaissance "Effrayé":

 1 4 ² -5-7	 2 4-4-7	 8-1	 7-0	 1-2-7	 HMG(a) 2	 MMG(a) 2 50mm	 BAZ 44(a) 8-4
2	2			3			

2^{ème} Peloton (Adj. Pons), 4^{ème} Escadron de reconnaissance "Effrayé":

 1 4 ² -5-7	 2 4-4-7	 8-1	 BAZ 44(a) 8-4	 19 15PP *AAMG T6 -/-4
2	2			4

Elements of 1^{er} Peloton (Lt. de Erville), 1^{er} Escadron de chars légers "Egoutier" enter on Turn 4 on 19GG5, having already expended 1/2 (FRU) of their printed MP allotment:

 17 37LL 2/4/2	 9-2 1st Sgt
2	

SPECIAL RULES:

- EC are Dry, with no wind at start. Place overlays as follows : **Wd1** on 17M5; **Wd2** on 17M2/N1; **Wd3** on 17L7/M8; **Wd4** on 17N7/N6; **Wd5** on 17M3/N2; **OG2** on 17Q6/Q7; **OG3** on 17R1/S2. All grain is Open Ground; all orchards are olive groves (F13.5); all buildings are stone.
- During setup, the German player must place one MMC in each building ≤ 3 hexes from 17R4. Additionally, ≥ 2 MMC must set on board 19. The German may initially set up no more than one MMC per hex. All German SW/Guns must set up unpossessed. German Guns may not set up Emplaced (C11.2).
- The Allied OB is Free French (F.8-9) [EXC: the units of Commando Ayral; see SSR 5, SSR 6]. The Allied player may not employ No Quarter (A20.3). Allied AFV crews may not voluntarily Abandon (D5.4) their vehicles. During setup, the Allied player must designate two of the M5 HT as having no functioning MA (mark these HT with an AAMG Disabled counter).
- The AFV containing the Free French 8-1 Armor Leader is subject to a special form of Recall (D5.431). Should this AFV roll "doubles" on any MA TH DR or Canister attack DR [EXC: if no Canister Ammo is available; C8.4], it is immediately Recalled (D5.541).
- The units of Commando Ayral are considered Allied Troops (A10.7) to all Free French and Partisan units. Partisan units treat all non-Partisan units as Allied (see also SSR 6). British 6-4-8/3-8 MMC are Fanatic (A10.8) while in the same Location as a Good Order British Leader.

- The 3-3-7 in Commando Ayral is considered Partisan (A25.24-.242). Partisan units may move through woods at a cost of 1MF, may not participate in FG's with any Allied Troops (see SSR 5), and are ignored for building Control purposes (A26.14).
- All German MMC/SMC begin the scenario TI (A4.8). Such units remain TI until *any* German unit has LOS to a Known enemy unit, the instant *any* German unit is attacked, or at the beginning of Turn 3 (whichever is sooner). TI German units automatically lose concealment when any Good Order enemy unit has LOS at ≤ 16 hex range. SW Recovery by TI units is NA.

AFTERMATH: Detecting the assault, sentries raised the alarm. A bitter fight erupted as German infantry scattered among the trees. Far from a poorly armed foe, these defenders were well-equipped grenadiers who had taken up defensive positions during the night. The Germans counterattacked and knocked out one of the screening light tanks. As the wreck began to burn, the firefight became confused. Sublieutenant Ponticelli suffered a broken shoulder when he was hit by the recoil of his own 37mm main gun and was forced to abandon the fight. In the midst of this, the German heavy weapons were brought to bear and the attack was beaten back. The timely arrival of a second platoon of light tanks covered the *Spahis'* withdrawal and prevented a full scale rout. The Germans would abandon the area overnight and the Camp crossroads would be secured the following day by elements of the 7^{ème} Régiment de Tirailleurs Algériens with support from the 2^{ème} *Spahis*.